



IN THE UNITED STATES PATENT AND TRADEMARK OFFICE

In re the Application of:

Akseli Anttila et al.

Serial No.: 10/017,382

Filed: December 18, 2001

For: **DISTRIBUTED GAME OVER A
WIRELESS COMMUNICATION
NETWORK**

Atty. Docket No.: 004770.00030

Group Art Unit: 3713

Examiner: Nguyen, Kim T.

Confirmation No.: 6410

DECLARATION UNDER 37 C.F.R. § 1.131

The Honorable Assistant Commissioner for Patents
Washington, D.C. 20231

Sir:

We, Akseli Anttila (Citizen of Finland), Mikko Mäkipää (Citizen of Finland), Petteri J. Saarinen (Citizen of Finland), Toni Kopra (Citizen of Finland), Hemant Madan (Citizen of India), Oleg Beletski (Citizen of Russia) and Barbara Heikkinen (Citizen of Finland), hereby declare that:

- 1) We are the joint inventors of the above-captioned application;
- 2) Prior to September 14, 2001, the filing date of U.S. Patent Application Publication US 2003/0052456 (hereinafter "Lasko"), we conceived of the invention recited in claims 1, 4-8, 12-20 and 46 of the above-captioned application, at least to the extent the claims are allegedly taught by Lasko.
- 3) We prepared a disclosure document (copy attached hereto as Exhibit A) of an embodiment of the invention.
- 4) The dates deleted from Exhibit A are prior to September 14, 2001.
- 5) The disclosure document attached as Exhibit A was sent to our patent attorney, Mr. Bradley C. Wright of the law firm Banner & Witcoff, Ltd., on October 26,

Serial No. 10/017,382

- 2 -

Atty. Dkt. No. 004770.00030

2001, as evidenced by the email communication attached as Exhibit B with original marginalia of Bradley C. Wright.

- 6) On November 15, 2001, Ross Dannenberg (also an attorney with Banner & Witcoff, Ltd.) sent a draft of the above-captioned patent application to our employer for our review. A copy of the email communicating the draft is attached as Exhibit C.
- 7) On November 29, 2001 Ross Dannenberg sent a revised draft of the above-captioned patent application. A copy of the email communicating the revised draft is attached as Exhibit D.
- 8) On December 18, 2001, the above-captioned patent application was filed in the U.S. Patent and Trademark Office.
- 9) The exchange of draft applications with our patent attorney demonstrates diligence from before September 14, 2001 until the filing of the above-captioned patent application and the constructive reduction to practice of our invention.
- 10) All acts referred to in this Declaration were performed either in the United States, or in a WTO member country, as evidenced by submitting an Invention Report to our employer's internal Patent Committee on a date prior to September 14, 2001;
- 11) The attached Exhibits have not been altered since they were originally submitted to the Patent Committee or otherwise prepared or communicated; and
- 12) We declare under penalty of perjury under the law of the United States of America that statements made herein of our own knowledge are true and that all statements made on information and belief are believed to be true; and further that these statements were made with the knowledge that willful false statements and


Serial No. 10/017,382

- 3 -

Atty. Dkt. No. 004770.00030

the like so made are punishable by fine or imprisonment, or both, under Section 1001 of Title 18 of the United States Code and that such willful false statements may jeopardize the validity of the application or any patent issuing thereon.

Respectfully submitted,


Akseli Anttila

Date

29.6.2004


Mikko Mäkipää

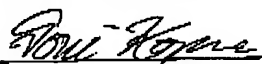
Date

24.6.2004


Petteri J. Saarinen

Date

2.7.2004


Toni Kopra

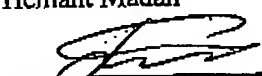
Date

24.6.2004


Hemant Madan

Date

29.6.04


Oleg Beletski

Date

02.07.2004


Barbara Heikkinen

Date

6.7.2004



Distributed and viral cross-media quizz game

A method of running a quizz show in a viral fashion in a cross-media environment

Inventors: Akseli Anttila
Mikko Mäkipää
Petteri Saarinen
Toni Kopra
Hemant Madan
Oleg Beletski
Barbara Heikkinen

1. ABSTRACT

Mass media, especially television, is becoming interactive. Digital TV is emerging and the use of legacy methods such as SMS is increasing. Numerous players are devising new compelling interaction methods. The proposed invention is a novel approach into the running of an interactive quizz show with the use of mobile terminals along a mass-media channel.

This invention report describes a method of enabling a number of users to take part in a time-limited game, e.g. a quizz. The game commences when the game organisers send the game task, e.g. a question which must be answered, to a number of initial players. These players have a limited time in which to answer, or to send the task to a new player. This chain of players forms a group which will share in the prize if and when the task is successfully completed within the set time limit of the game.

This invention report describes the method of controlling the game with a central server system, the messaging methods used and the various ways of depicting the game to the players in the game terminal, and the use of various other terminals to distribute the game status to an audience.

2. DESCRIPTION

2.1 Technical field

The present invention relates to personal mobile devices commonly known as mobile phones. More particularly, the present invention relates to a system and a method for allowing game interaction between a central game server system and multiple mobile devices and other electronic devices and systems, such as TV broadcasting devices or electronic billboards.

2.2 Description of the preferred embodiment

In the preferred embodiment the game organizer sends from the game server a **game task message** to the mobile terminals of one or more players. The players have a **set time limit** in which to provide the correct **solution** to the game task and send it to the game server. The player have the option of **forwarding** the task to another person, thus forming a **player branch**. The game ends when the tasks have been successfully completed, the players have provided incorrect solutions to the tasks, or the individual time limits of the players have been reached, or the global time limit of the game has been reached.

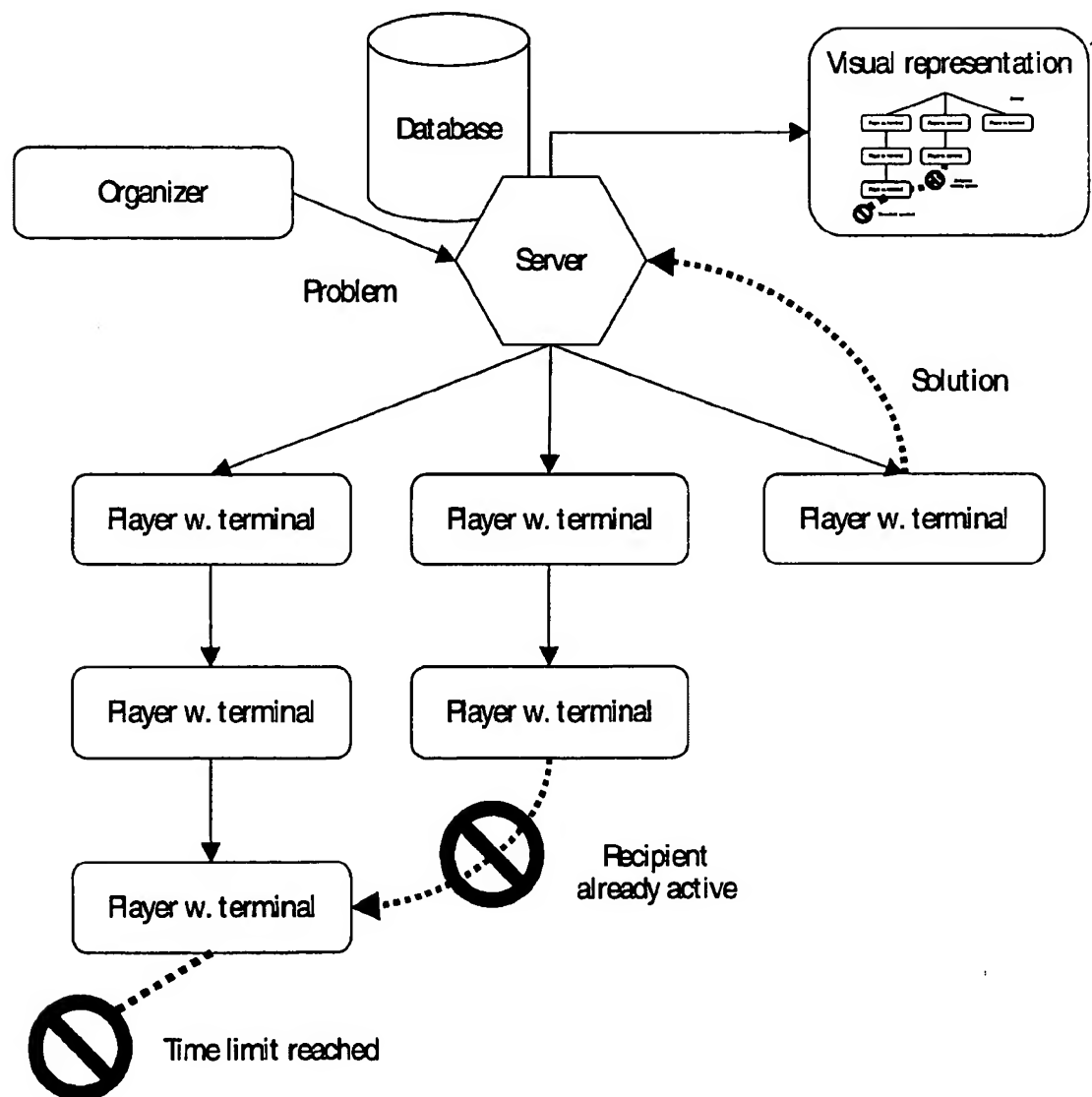


Figure 1 - Overall architecture

While the game is in progress, the system creates audiovisual **representations of the game status** and deliver these to an audience through a variety of display means. The game system can also provide one or more of the players with hints or other information.

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2.2.1 Organizer sending the task to one or more players

The game commences with the game server sending the game task message to one or more recipients, who upon accepting the message become the first players. Each first player forms a **player branch**.

Each game task message includes e.g. the following:

- 1) Description of the game task in textual and/or audiovisual form according to the display capabilities of the mobile device.
- 2) Description of the time limit in which the player must complete the task
- 3) Data representation of the game task for the game related software of the mobile device (2.2.7).
- 4) List of recipients to whom the player can forward the task message (2.2.3).

2.2.2 Player completing the task

The player can complete the task within the set time limit and send the result to the game server. The player and other members of the player branch is rewarded accordingly (2.2.5).

2.2.3 Player forwarding the task to another player

The player can forward the task to another player if he feels that he is unable to finish the task within the time limit.

The player sends the task forwarding message to the game server, which then determines whether or not the recipient is a valid one. There are two primary results:

- 1) The intended recipient is a valid one and the task is forwarded to the new player. The system adds the new player to the player branch underneath the sender.
- 2) The intended recipient is not a valid one and the player branch is terminated (2.2.4). The intended recipient is not a valid player for e.g. the following reasons:
 - a) The recipient has already taken part in the game and is a member of this or another player branch
 - b) The recipient is not a member of the game service

2.2.4 Player failing to complete the task

Terminating the player branch if a player fails to complete the task or forward the task to another player within the time limit

Terminating the player branch if the player provides the wrong solution to the task

Terminating all the remaining branches if the global time limit is reached

2.2.5 Reward for completing the task

Calculating the amount of reward to each player depending on the number of players in the player branch.

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Calculating the amount of reward based on the position of each player in the branch.

2.2.6 Graphic Representation of the game status to an audience

The system is capable of creating a graphical representation of the game status and player branches in the system and distributing it to an audience.

- 1) TV screen
- 2) Electronic billboard
- 3) Network browser

2.2.7 Providing hints and information to the players

The system allows the sending of messages and hints to the players. There are the following methods of providing hints:

- 1) The system sends automated hints
- 2) Other players send hints
- 3) The audience sends hints
- 4) The game organizer sends hints

2.2.8 Software in the mobile terminal

The mobile terminal the player uses for the game has software for receiving the task message, interacting with it and sending the result to the server or forwarding the message to other users.

The preferred embodiment is to have special software which integrates the messaging and task completion in the terminal. The system can also be used with standard i.e. SMS messaging software, where the message is composed in a way which is both human readable for the player, and contains the necessary data for the server to evaluate the player actions.

- 1) Messaging software
- 2) Integrated messaging and task completion software

2.2.9 Player teams

The game can be further elaborated by creating *player teams*. Such teams can advertise themselves through a common accessible medium or channel, such as a web service. Teams can e.g. have the following abilities

- Team members can forward the task only to a teammate
- Team members can request hints from teammates
- All team members get a chance to solve the task, and the final solution is chosen by voting within the teams

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- Teams can challenge other teams to solve a task, and the contest is only within participating teams
- Virtual teams can be formed, where a particular player advertises her abilities (e.g. "I am very good at solving numeric problems") and other players can enroll her in a virtual team before a particular contest

3. CONCLUSION

The present invention offers an opportunity to create compelling interactive services for mobile terminal users. The proposed invention combines the added dimension of real-time representation of the game status on TV or other mass media and viral aspects of mobile communication.



Close

From: Aarnio Ari (NVO/Helsinki)
To: Patent-Agency Banner-Witcoff (EXT-RES/Washington)
Cc:
Subject: FW: NC 28553 "DISTRIBUTED AND VIRAL CROSS-MEDIA QUIZZ GAME" new case
Sent: 10/26/01 4:01 PM

*Ross
Dannenberg*

Importance: Normal

Brad,

I have a new case for drafting. I hope you can meet the due dates.

Thank you Ari

28553orderletter.doc distributed_game1.doc NC 28553 discussion.doc

*- draft to Brad by Nov. 19
- draft to Nokia by Nov. 20th
- file by Dec. 1*



From: Patent-Agency Banner-Witcoff (EXT-RES/Washington)

To: Aarnio Ari (NVO/Helsinki)

Cc:

Subject: NC 28553; B&W 04770.00030 - First Draft

Sent: 11/15/01 5:19 PM

Importance: Normal

Ari,

Attached please find a first draft application (19 pages, including claims and abstract) and drawings (4 additional pages, figures 1-5) for the above referenced matter. Please have the inventors review the draft and provide us with any comments and changes.

Also, please confirm that all seven inventors are Finnish citizens, as we did not receive citizenship information with the disclosure materials. In addition, we also need Barbara Haikkinen's address and residence information.

This application has been scheduled to be filed by Saturday, December 1, 2001. Thus, we would appreciate receiving comments by Friday, November 23, so that we can prepare a final draft and return it to you with formal documents. Please let me know if you have any questions, and we look forward to hearing from you soon.

Regards,
Ross

P.S. This was a fun case to draft. Any plans on implementing this in the USA?

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Close

From: Patent-Agency Banner-Witcoff (EXT-RES/Washington)**To:** Aarnio Ari (NVO/Helsinki)**Cc:****Subject:** NC 28553; B&W 04770.00030 - Revised Draft**Sent:** 11/29/01 12:02 AM**Importance:** Normal

Ari,

Attached please find a revised draft application and figures for the above referenced matter. This revised draft includes the inventors' comments as well as your latest comments sent today around 7:30pm your time. Please have the inventors review this revised draft and, assuming all is in order, have them sign the attached declaration and assignment documents and return them to us (via facsimile, followed by express courier). As soon as we receive the executed documents, we will file the application in the U.S. patent office. Please let us know if you have any questions, and we look forward to hearing from you soon.

Regards,

Ross

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